ABSTRACT

Described are mechanisms and techniques for providing interoperability between two different graphics technologies. An application includes windows of two types, a legacy type and a new type. A graphics system includes components that support each of the two types. Interoperability is achieved by creating legacy structures associated with any windows of the new type. A mapping is created that associates the legacy structures with the windows of the new type. Rendering of legacy windows is performed by a first graphics technology, and rendering of new windows is performed by a second graphics technology. The distinction between the two types of windows is noted by the existence of the legacy structures.